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Variant Game Designations

Conrad von Metzke has passed on a number of rosters for
 assignment. 53 games have received designations this year. This is
 a record, and over one fourth of all postal Diplomacy games begun
 so far this year.

1973ADde. Third Age. Dolchstoss, Richard Sharp. Eriador-John Pig-
 gott, Gondor-Norman Lambert, Mordor-Steve Doubleday, Rhovanion-
 Barbi Sharp, Rohan-Edwin Gadsfrey, Umbar-Les Pimley.

1973Ede. TA. Brian Yare, Grafeti. E-John Robertson, G-Bob Harris,
 M- ? Milne, Rh-Richard Sharp, Ro-Clive Hamilton, U-John Piggott.

1973Fde. TA. Grafeti. E-Calum McLeod, G-John Lettice, M-Kenneth
 Clark, Rh-Les Pimley, Ro-Kenneth Murray, U-Peter Charlton.

1973AGco. Abstraction. Yare, Grafeti. A-Owen Erasmus, E-Andy
 Davidson, F-David Black, G-Steve Dunn, I-Mick Bullock, R-John
 Lettice, T-Henry Pijohn.

1973AHcn. Imperialism IXR. Grafeti. Argolis-John Lettice, Attika-
 ? Gardiner, Boeotia-Allan Ovens, Epiros-Kenneth Clark, Ionia-Owen
 Erasmus, Lakonia-Bob Harris, Makedonia-Peter Charlton, Persia-
 Steve Dunn, Thessaly-Les Pimley.

1973AIbu(5) Youngstown Variant, Walkerdine interpretation. Grafeti.
 A-Duncan Morris, China-Allan Ovens, E-Don Crerar, F-John Piggott,
 G-John Robertson, India-Peter Charlton, I-Henry Pijohn, Japan-
 John Lettice, R-Andy Davidson, T-Les Pimley.

1973AJbk. Kriegspiel Diplomacy. Paul Wood, Yggdrasill Chronicle.
 A-David Sleight, E-James Gruetzner, F-Ronald Kelly, G-Victor Ricci,
 I-David Ayres, R-Tom Kistler, T-Mark McAlpine.

1973AKdx. Uranus. Les Pimley, Black Spot. Pergamum-Alex Brown,
 Carthage-Allen Ovens, Egypt-Mike Sherrad, Macedon-Roland Humphrey,
 Rhodes-Geoff Corker, Rome-John Lettice, Syria-John Robertson.
 I've never heard of Uranus, and the countries are the same as Diadochi,
 so this may have to be changed.

1973ALbu. Youngstown Variant (Walker version). Herb Barents, Stench.
 A-Joel Klein, China-John Hendry, E-D. Lagerson, F-Rick Stuart,
 G-Tom Kistler, India-Dean Schwass, I-C.A. (Red) Beam, Japan-
 Arnold Proujansky, R-R. Martin, T-Bob Spencer,

1973AMdy. Atlantica II. Fred Davis, Bushwacker. Canada-John
 Boyer, C.S.A.-Russ Vane III, E-Bruce Chin, F-Bob Spencer, G-Tom
 Keller, I-Mark Burden, U.S.A.-Conrad von Metzke.

1973ANDz. Winter 11-man game. Fred Winter, Gargoyle. A-Shep Siegel, Barbary-Rick Stuart, E-Wayne Lanham, F-Tom Worthington, G-Bob Spencer, I-John Lawrey Jr., Poland-Chic Hilliker, Spain-David Skaja, Sweden-Victor Ricci, R-Tom McMahon, T-Rick Kitching.

1973AOdu. AHKD. John Biehl, Minas Vala-anda. East Manasseh-Richard Greenwell, Gad-Conrad von Metzke, Judah-Jim Ronson, West Manasseh-John Hulland.

1973APdr. Black Hole. Mick Bullock, 1901 and all that. A-Peter Cousins, E-John Piggott, F-Andrew Davidson, G-Peter Swanson, I-Andrew Herd, R-Les Pimley, T-Allan Doodles.

1973AQco. Abstraction. 1901... A-Ron Wheeler, E-Les Pimley, F-Colin Walsh, G-Andrew Herd, I-Peter Swanson, R-Andrew Davidson, T-Mike Sherrad.

1973ARea. Balkan War. 1901... Since this is an unorthodox game with players added each season, I'm going to skip a player list.

1973ASdr. Black Hole. 1901... A-Mike Sherrad, E-Glyn Erasmus, F-Conrad von Metzke, G-Jeremy Elsmore, I-Michel Feron, R-David Pink, T-John Lettice.

1973ATde. Third Age. 1901... E-T.H. (Gus) Ferguson, G-John Hendry (of Scotland), Rh-Colin Walsh, M-Jeremy Elsmore, Ro-Ronald Kelly, U-Richard Scott.

1973AUce. Mordor Vs. the World IV 1901... Gondor-Andrew Waldie, Arnor-Les Pimley, Mordor-Peter Swanson, Rohan-Richard Sharp, Rhovanion-John Piggott.

1973AVde. Third Age (the eighth!). Richard Sharp, Dolchstoss. E-Chris Rhodes, G-Tony Ball, M-Colin Bennett, Rh-David Noy, Ro-Mike Sherrad, U-Chris Buckley.

1973AWeb. Black Hole, Nielsen variation. Conrad von Metzke, Rename. A-Ernie Melchior, E-Dave Staples, F-Doug Beyerlein, G-John Carroll, I-Ronald Kelly, R-Joel Klein, T-Nicholas Ulanov.

And this makes 54...

1973AXbu(6). Youngstown Variant, Massar version. A-William Schill II, China-Bill Osmanson, E-Victor Ricci, F-David Moeller, G-Bob Spencer, India-Arnold Proujansky, I-Edi Birsan, R-Larry Irons, T-Andy Weill.

Now I have a letter from Dick Vedder that ties in with all this, and with the YV listing in the latest Tangelo Express, which is incorrect.

"Re Youngstown Variants, I strongly suggest that you number them in all future listings of Miller Numbers according to the following scheme, which is the result of a goodly amount of research here... Youngstown I-this version is the original one, never given a Miller Number, produced by Koning, Nelson, Tucker, Walker, et.al. at either Youngstown Dipcon I or Youngstown Dipcon II as part of the ad hoc activities of said meetings. I know of no published version of YI.

Youngstown II (bu) Walker Version (June 1968) Main distinctive fea

tures - use of OBB's (limited) and addition of numerous provinces on board, mostly in Europe. The most widely played Y to date, with many editions of publication.

Youngstown III (cv) Phillips' Version (July? 1971). Use of OBB's greatly expanded. In my opinion, the best version to date.

Youngstown IV (db) Weidmark Version (1972). No OBB's used at all.

These are all the YV's I know of to date ((this was written before the last TE was published)). No, I haven't forgotten "cu" but all the research I've done on the Omnifarious YV games indicates that these games were in fact nothing more than bu games and hence "cu" is an error, and should be so noted.

"I still don't have any info on Miller Number "cq"."

((Here is the correct list of versions of YV.

Original-- no number. Walker Version-bu. Omnifarious Version-cu-bu(2). In this game three southern provinces in Japan are combined, creating inferior play in that area according to Walker. I have a carbon copy of a letter Walker sent to Herb Barents when Herb began 72Abu asking what configuration was used in Japan, complete with a hand-drawn map of the "correct" version.

Phillips' Version-cv-bu(3). This grew out of an interpretation problem which has not been recognized in the numbering. The rules state that a fleet in an OBB may move to any of the spaces listed in the box, but they do not say that the reverse is true, though they say that support from a destination space into an OBB is legal.

In Phillips' bu version he allows movement from destination space to OBB, but I don't know whether all GM's do, nor do I know whether Walker did. I agree that cv is the best version.

Weidmark Version-db-bu(4). This is the worst YV version, I think, as elimination of OBB's destroys mobility and makes stalemates likely.

Walkerline Version-bu(5) (Note that this was originally given the "bu" designation alone). Apparently this is a variation, but I haven't seen the interpretations myself. The Phillips interpretation for OBB movement is used, but OBB's are not connected to each other as they are in cv. Also, according to the Tangelo article, fleets may not use coastal space OBB's.

Massar Version-bu(6). Instead of using OBB's, this one uses spaces as drawn by James Massar. The Panama Canal, Magellan Straits, and Antarctic. Movement is cramped -- a few fleets are enough to stalemate the oceanic area.

Now, if Walkerline allows fleets in coastal OBB, then I would have to consider the game bu. There has been no differentiation in the past between the Walker and Phillips interpretations of the destination-OBB problem. I think most GM's don't notice the problem and allow movement both ways. Perhaps Walker intended this himself, but miswrote the rule (which he tended to do, as the Aberration IV rules illustrate -- I had to correct one which was obviously wrong, though it was clear what Walker meant). Perhaps, Dick, you know how Walker treated OBB's...

I don't know what "cq" was. In late 1971 Don Miller asked me, out of the blue, if I'd like to take care of the Numbers. I'd been bugging him for variant information, so I suppose he thought I was more interested than anyone else. Walker was going to get them if I didn't care, but even at that time Walker was under a tremendous load, so I told Don yes. I never received any information from him,

though, and I just had to fend for myself. Since you, Dick, have access to Walker's (and now von Metzke's) collection, if you don't know what "cq" was, I guess nobody does. I've never been a collector; if it's not in one of Miller's old 'zines, I can't help you.))

Now while we're on the subject of the Numbers, I want to make a statement. I cannot adequately take care of assigning variant game designations any more because I refuse to trade with every damn 'zine that runs a variant game. I've recently given up trading with every North American 'zine, and I'm cutting out some trades with this issue. Furthermore, I don't appreciate wise-ass cracks like the one at the end of the TE article, particularly when they are inaccurate like the one mentioned. And finally, I have been working on some variants which I may want to GM, which means I've got to get rid of some obligation. In other words, as soon as someone comes forward who can do at least as well as I'm doing with the Numbers, I'll turn them over to him. Richard Hull is, or was, my backup, and he trades (or traded) with all 'zines, but he's published only twice in over four months, and he dropped out of 73Adi with this issue, so he can't be depended on.

Any volunteers?

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1. Conrad von Metzke is now GM of 73Kbu. This game may later be turned over to Red Beam.

2. Jim Pulsipher (my brother) is now GM of 73AA1, Twin Earths. NOW has picked up this game from Dean Schwass. Steve Langs, 106 Nettles, Battle Creek, Michigan 49015 is the new GM for Schwass' two regular games.

3. Larry Peery, Box 8416, San Diego, Calif. 92102 is looking for people interested in "designing games and simulations". He is working on several projects and needs some help. "Nothing fancy, just some brain-storming".

This is Be Kind To Mike Barńnikowski and Paul Wood Month _ _ _ _ _

"Fear of truth governs men."

"Always be ready to speak the truth, and a base man will avoid you"

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Fall 4003

4000AD

Algol (Langs) 8(AY-3)-Cast, 1(DY-1). Builds 4.

Antares (Roseman) 2(IR-2), 1 Acr-Spic. Builds 4.

Pavo (Stump) 1(GR-1). Builds 4.

Regulus (Wood) 4(FY-2)-Bete, 2 Bete-Bell. Builds 3.

Thanks to John Cleaveland for submitting moves again for Antares. Wood's moves fail because Bete is three moves from F yellow.

Positions after builds:

Algol: 1 Menk, 1 Alde, 10 Algo, 8 Cast, 1 Hama, 1 Pola, 1(DY-1).

Antares: 1 Acru, 1 Spic, 1 Thub, 1 Rutl, 12 Anta, 5 Vega, 2(IR-2)

Pavo: 4 Sol, 1 Alge, 1 Foma, 1 Alin, 2 Dene, 12 Pavo, 1(GR-1)

Regulus: 11 Regu, 2 Avio, 3 Adha, 1 Poll, 2 Mera, 4(FY-2).

Deadline for Spring 4004 moves is Monday August 6. Note that this is four days earlier than the usual deadline, to allow me to get another issue out before I head south.

CAPTAIN AXE BERSERKER: Born 3970 in warp from Achernar to Rigel, of

Rigellian parents. Grew up on Rigel in the Polluted Wastes. Left home when 17. Became a rocket bum. Emlisted in the navy. Rose through the ranks to procure a captaincy -- his present position.

Berserker's only achievement is that he was one of the original subjects of The Gonad Experiment on the planet Love (Alpha Eridani III).

A female operative has been dispatched to observe his movements as of Sept. 9 4003.

File open.

Baker studied the dossier. It wasn't a lot with some information missing. For instance, Baker was sure Berserker was a ParahNoyd or a Purrvurt. Anyway he was harmless.

Fall 1903--73Adi-Anarchy IV

Bel-StP-Vie (Sleight) A Liv-War, A Ukr-Rum, A Vie-Bud, F Hol (S)
Cleaveland A Ber-Kie ((D) Hel or off board)

Bre-Con-Swe (Jordan) F Nwy (S) F Ska-Nth, F Ska-Nth, A Con-Bul,
F Bla-Sev

Den-Par-Sev (Wood) A Bur-Mun, A Rum-Sev, A StP (H), F Nth-Hol, F Kie
(S) F Nth-Hol

Edi-Gre-Ven (langs) A Tri-Bud, A Ser (S) A Tri-Bud, A Gre (S) A Ser,
F Bel (S) WOOD F Nth-Hol

Hol-Liv-Tri(?) NMR Retreating A Tri is annihilated. F Eng,
F Lon, A Edi (H), A Bud (H) ((D) Gal or off board)

Kie-Smy-Spa (~~Schwass~~ Cleaveland) F Mar (H), A Ber (S) WOOD A Bur-Mun,
A Spa-Por

Mun-Por-Rom (Keller) F Mid-Wes, F Bre (S) CLEAVELAND A Spa-Gas (NSO)
A Tyo (S) A Rom-Ven, A Rom-Ven, F Tyrr-Tun, A Mun (S) CLEAVELAND
A Ber-Kie (NSO)((D) Ruh, Boh, Sil, off board)

Dean Schwass missed again and is replaced by John Cleaveland.

Richard Hull missed again, but so did Rick Brooks, and Mark Weidmark didn't follow up. Hull is dropped, and Dave Staples, RR 1 Box 120, Fargo, NDak 58102 will now play Hol-Liv-Tri. Randolph Bart is asked to submit moves for HLT also. If Richard turns up again he'll have to talk with Dave about his position. Mike Bartnikowski's sub expired last issue, which is why I'm not calling on him.

Centers held, Winter 1903

Sleight: Vie, War, ~~StP~~, ~~Rum~~, ~~Nwy~~ 2 remove 2

Jordan: Con, Swe, Smy, Ank, Bul, Nwy 6 build 2

Wood: Home, Mos, Kie, Hol, Mun, Rum, StP 9 build 3 (no room for 4th)

Langs: Ser, Gre, Bud, ~~Bel~~, Bel 4 even

Staples: Tri, ~~Edi~~, Edi, Lon, LPL 4 even (1 A)

Cleaveland: Spa, Ber, Mar, Por 4 build 1

Keller: ~~Rom~~, Rom, Ven, Nap, Tun, ~~Bre~~, Bre 5 remove 1

Harley Jordan will be at 147 East Lacy St, Chester S Carolina for the next week, approximately.

Deadline for Winter 1903 adjustments is August 6 at noon. Note that this is a shorter-than-usual deadline.

SWEDEN: After 2½ years of fierce battles the VIKING DIVISION of the EMPIRE of QWERTY finally got around to terrorizing the ragtag army of St. Petersburg. Reports are that the VIKING DIVISION plans to spend the winter erecting more of their famous raiding vessels.

King Harley refused to say what their sailing direction might be.

CONSTANTINOPLE: Sultan Harley today announced that the CONFEDERATE STATES of TURKEY, southern arm of the EMPIRE of QWERTY, has agreed

to admit Bulgaria to the Confederation.

ANKARA: It is rumored that the sailing vessel in the Black Sea is some strange sort of Ironclad Man of War, which the Confederation believes cannot be sunk or defeated in battle.

72.23h end

The USA has 10 PF's in Poland, not 2. There is no way this could have affected the moves of the other players, however.

USA(Eynon) 1-1 in Bri vs. FRA and GER, no effect. 1-1 in Cze vs. FRA and BRI, Attacker eliminated. 1-1 in Pol vs. FRA and BRI, defen. eliminated. FRA(Sleight) No attacks. BRI (Caton) No attacks. RUS (Van De Graaf) No attacks. GER (Roseman) in Ger vs. RUS 2-1, exchange. 1-1 vs. RUS in Fra, no effect. France places U in Cze, Ita, Rus. Bri places U in USA. Russia places U in Fra, Cze. Germany places U in Bri. Ah, France also places U in Bri.

Final score:

USA:NC Cze 4, NC Pol 5 = 9

FRA: U Rus 2, U Bri 4, U Cze 2, U Ita 2 = 10

BRI: U Cze 2, U Fra 6, U Ger 3, U USA 5 = 16

RUS: C Bal 5, U Cze 3, U Fra 2, C Rom 3 = 13

GER: C Als 1, C Aus 4, U Bri 1, U Fra 1, C Rhi 5, U Rus 2 = 14

Way to go, John. This is the closest game I've seen, with the lowest winning score I know of. Perhaps if the US and especially France had been played by one player instead of two, the result would have been different. I want to thank Barry and Dave for filling in. Russia would have won if the German attack had failed. If Germany had kicked Britain out of France with a 1-1, Ger would have won. Too much luck, too much luck...

Germany wasted himself in the early going when he took Als. That finishes France, but it hurt Germany also. He was lucky to finish ahead of Russia. Germany needs an ally, but he didn't get one in this game. Even one shared control with Russia would have given him the game.

Do any of the players wish to comment?

By the way, I am going to run a game for Avalon Hill for a column in the General. Since John has now won two out of four completed games, I hope he'll be one of the players. The game will be carbob copy, since I don't think AH would like to have the moves printed here.

Unless I hear otherwise from you guys, I'll apply your deposits to your subs.

73.11h '36 attacks

Only Germany ordered attacks: 6-1 vs. Bri in Aus and 5-1 vs. Bri in Als. Both are illegal because there is a Bri understanding in Germany. Russia places an Understanding in Cze. The chart is otherwise identical to that in BI 21. Deadline for 1937 placements is August 6 at noon. Note that this is a shorter-than-usual deadline.

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Copyrights

There seems to be some confusion about just what one has to do to copyright a publication. Some years ago I obtained some material from the government explaining copyrights, and recently at work I read Army Regulation 310-something which also explains how copyrights work. One may copyright any published material by placing

"Copr." or "Copyright" or "©", the year, and your name on the front or back page. Naturally material which has been printed before without a copyright notice cannot be protected. In order to register your copyright, you send two copies of the publication plus \$6 (doubtless more now) to the Library of Congress. But registration is not necessary for legal protection. Maps may be copyrighted with the symbol and the name or initials of the copy-righter. Unpublished material, while not copyrighted, is protected by common law from production without the author's opinion. Finally, I suggest that when you copyright anything written by someone else, you assign all rights to the author in order to avoid screwing him the way IDA inadvertently screwed certain persons.

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New multi-player games and openings

James Massar, Box 1510, Hampshire College, Amherst, MA 01002 has openings in an unnamed Diplomacy variant for \$3 plus a sub to SPQR (7/\$1), plus \$3 returnable deposit. The game will be Black Hole-Hyperspace-Twin Earths-multiple strength armies-toroidal board Diplomacy. Massar's Madness is a good name for it. This is a game for people who like complexity, though I'm afraid the Black Hole variation will add a lot of luck to the game.

Down in Flames, by Lane Marinello, is a simple air wargame requiring a GM for postal play, since six play. Each player receives 6 bombers, 10 fighters of three types with different capabilities, 3 AA guns, and an airfield. Play is two-dimensional, on a square grid, alternating movement and firing turns. Play is simple, with firing accuracy determined by a 1-100 random number table and the distance from the target. The objective is to eliminate all other enemy aircraft by air combat and bombing the enemy airfield. A limited number of replacements may be purchased. If a player can eliminate enough enemy aircraft to build up a large point lead, he can win even though he is wiped out. The rules are a page and a half, lithograph or something better than normal photo-offset. I don't know whether the rules are available to non-players -- I asked for a copy for review long ago and just received it. Game fee is 15¢ a turn. Lane's address is 916 Market St., Dekalb, Ill. 60115.

Another Marinello game, with same format and game fee, is Task Force. Each of six players receives a CV, BB, CA, CL, SS, and 4 DD. Each ship has a speed, maneuver, gun, anti-aircraft, torpedo, hit, and depth charge factor. Firing effectiveness depends on distance and deflection of the target. Movement takes place on a square grid, with movement and battle turns alternating. Not all ships start on the board, so players can attempt to concentrate on another's entrance area to pick off his ships as he comes on, but I think this would be uncommon. Aircraft are also accounted for. There's a strange point system which, in effect, rewards a player for keeping his own ships intact, though if one participates in enough kills he can win the game even though he is eliminated.

Both of the above are interesting little games which should appeal to the Diplomacy player who is looking for a game requiring more tactical skill than regular Diplomacy.

The Guelph Variant, by Bob Bawtinheimer, was published in

Thunderbird #9, available for 15¢ from Mark Weidmark, 528 Park Cr., Pickering, Ontario, Canada L1W 2C9. The game is played on a map of South America, based on the War of the Pacific, 1869-73. There are five players, Argentina, Brazil, Chile, Peru, and New Granada. Victory criterion is 13 units -- there are fewer centers than in ME IV, even. Regular rules are used. There's not too much I can say about it without playing it.

An Interlude

I forgot to say that I want to get rid of the orphan variant project as well as the Miller Numbers. Perhaps this should be combined with the regular project, to avoid duplication of effort. And while we're on the subject, does anyone know whether Hull got around to restarting Turpin's two Imp IXR games? I sent him the needed material, but I've seen no indication. Also, does anyone know if Paul Bond is still hanging in there?

I'm in a bad mood today, but this thing has to be done. I've reached page 8, anyway, so I should manage OK.

And now, back to our interrupted article.

1934 is a five or ten player variant of Europe prior to World War II. Five countries start with three centers and five with two, with different victory criteria for each. In the five player game, the five minor or secondary powers may be controlled by major powers, but this is determined by a primitive system which involves a large chance factor. Dave Staples published his game in The Rigot #11, available for 15¢, I think, at RR 1 Box 120, Fargo, North Dakota 58102. Most neutrals contain an army in civil disorder; there are three move seasons per year; there is a supply rule which makes it difficult to maintain a guerilla army far behind enemy lines, but which is otherwise not very restrictive. One does need to maintain a line of connected units in an enemy home country, however, since supply lines cannot be traced to owned centers other than home centers. I think Dave meant the supply rule to say something a little different from what it says. One game will be chronicled in TR, with no game fee but a sub (7/81) required. The map is good ditto, unlike previous Staples maps.

Winter 11-man variant. This is not the same as the other Winter 11-man game mentioned previously in BI. Players are listed with the postal game designation on page 2. Winter has some original ideas concerning board configuration, and in general he's not afraid to change the rules. There's also a provision for naval supremacy and blockade, industrial centers (although I can't seem to find a place explaining what they are for), and three movement seasons, as well as double armies and other variations. I suppose 2 8¢ stamps will get you a copy from Fred at 5912 Sugarbush Ct., Greendale, Wis. 53129.

Balkan War by Rod Wheeler is difficult to describe. Players may either be major countries or minors. Albania and Switzerland are added as minors. Each player receives four points per center if he is a minor country player, or one per center if he plays a major; the object of the game is to gain the most points. Points are awarded every winter. The original seven players are Turkey, Russia, and the five Balkan minors, but the conflagration spreads each winter as new players submit build orders for countries adjacent

to the fighting. There are also provisions for armies in exile. The originally-published rules (exile rules came later) were in 1901 and all that 14, which may be available from Mick Bullock, 14 Nursery Ave., Halifax, Yorkshire HX3 5SZ England.

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The following comes from Jagdpantner via IGHIP.

The Four Empires Game

Vikings: A Den, A Nwy, A StP, F Edi, F Swe
Charlemagne: A Par, A Bel, A Mun, F Kie, F Hol
Kossak: A Vie, A Bud, F Rum, F Sev, A Ank
Papal States: A Mar, A Rom, F Nap, F Gre, A Con

No more than three builds per Winter are allowed.

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OOAD Variant

At least ten of you people have 4000 AD or know how to play, I think, so I'm printing this variant to see what you think of it. I'm not about to start a postal game right now, but someone else might, or I may start one in the future if enough people think it's worthwhile. By the way, House of Games has produced its own ship counters for 4000AD which are much better than the old type, which came via England. I noticed them at Dipcon, where the HG rep took my address and sent me a set free.

1. There will be 6 players, with home systems Arcturus, Denebola, Mira, Markab, Rigel, and Vega. Players will submit preference lists to determine assignment of positions. If desired, four can play using the normal starting positions.

2. The game will last 10, 12½, or 15 game years. The players will make an advisory vote, after which the GM will choose one of the three.

3. Fortifications. One fort costs 1 resource and 1 population factor, that is, as much as one ship. Each fort is as strong as two ships. Once a fort is placed it may never be moved. Newly-build forts may be transported by warp. Each home planet begins with seven forts in place.

4. Production. Res. and pop. are not automatically transported to a production world. They must be carried there by warp. Res. and pop. are placed on the individual "o" and "+" worlds, and may be accumulated there. Production occurs only on "o+" worlds. Non-home "o+" worlds may be used for production of ships, forts, and warps.

5. A player is not out of the game until he has lost all systems and all units.

6. There is no limit to the number of departures/turn or warps in space. Warps are separate machines, each with a definite location in the game. Think of them as mother ships which can transport combat ships, forts, and pop./res., but which cannot fight themselves. Each player receives two warps initially plus two more with 4001 builds. Others may be built by allocation of 5 res. and 5 pop. units. If a warp is on a world which is captured, it is destroyed along with whatever ships are there. A warp alone may not capture a world.

7. The player with the highest number of points at the end of the game is the winner. At the discretion of the GM, other players

may also be declared winners if their point total is near the highest. Players receive the following points at game-end: for each ship - 1; for each warp - 5; for each "o" or "+" planet owned - $2\frac{1}{2}$; for each "o+" planet owned - 6.

8. In combat the loser is still completely eliminated, but the winner also takes losses, equal to the loser's strength squared divided by the winner's strength. Thus if the attacker had five ships and the defender three, the attacker would lose $9/5$ or two. .50 is rounded down.

I added the last on the spur of the moment. The production complication can be reduced by allowing automatic transport without taking too much away from the variant. I hope someone has a comment.

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Tournaments

At Dipcon John Smythe et. al. suggested an alternate method for running a FTF Diplomacy tournament. Each player is compared with other players of the same country in other games, and the best player for each country goes into the final round. Thus if the best Austrian has 10 units, he still makes it to the finals. On the other hand, a Turkish player who wins his game might not get to the finals if some other Turk won more quickly.

Now there are obvious problems with the above scheme, though it allows more or less than 49 to participate, and it's better than the old system. However, I think it can be applied to postal multi-player game tournaments, particularly for a game that is very unbalanced such as Origins of WW II. For example, each player plays three Origins games simultaneously. He receives points for his performance in each game based on how well he did compared to others who played the same country. For example, if nine games are played the best US finisher receives 9 points, even though in his game he may have come in third or fourth or even fifth. The man who earned the highest total for his three games would win the tournament, thus allowing a finish in only one round instead of two. If a postal multi-player tourney must be played, I think this method is best. Of course, the more games each man plays, the closer the tournament will come to determining which player is best.

There are other ways to run a FTF Dippy tourney, but these require variations. I'll get to those next issue.

This is the last _____ next to last _____ issue on your sub, if the appropriate line is checked.

Lewis Pulsipher
423 N Main
Bellevue, Mich. 49021

Return requested

First class

First class